PRESENTED BY HAND-DRAWN GAME GUIDES

UNOFFICIAL & UNAUTHORIZED

THE COMPLETE GUIDE

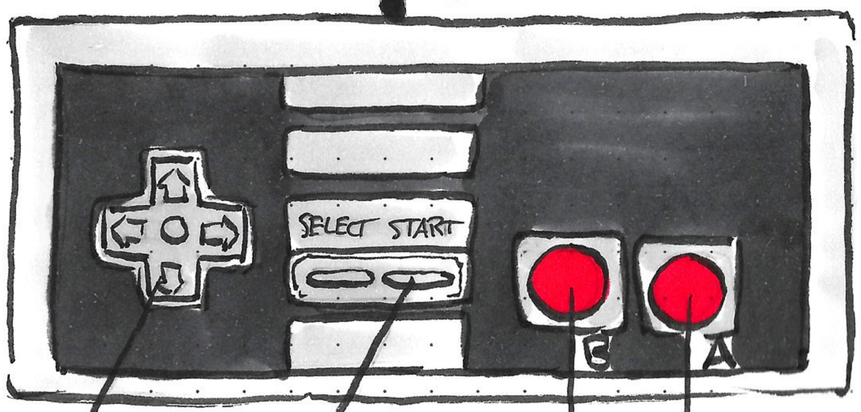
NINJA外伝

GAIDEN

Contents

How to be a Ninja Master	1
Profiles	7
Journal Entry 1	9
Act I	11
Journal Entry 2	13
Act II	15
Journal Entry 3	19
Act III	21
Journal Entry 4	23
Act IV	25
Journal Entry 5	31
Act V	33
Journal Entry 6	35
Act VI	37
Journal Entry 7	41
So You Beat Ninja Gaiden?	45
The Next Guide	47

HOW TO BE A NINJA MASTER



RYU'S MOVEMENT

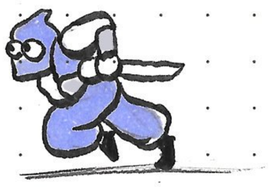
PAUSE GAME
SKIP CUTSCENES

SWORD SLASH

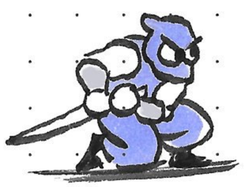
JUMP

THE BASICS!

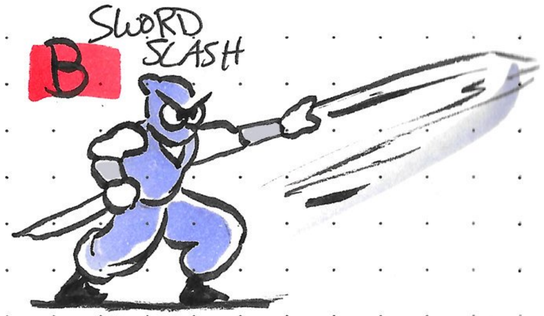
RUN LEFT & RIGHT



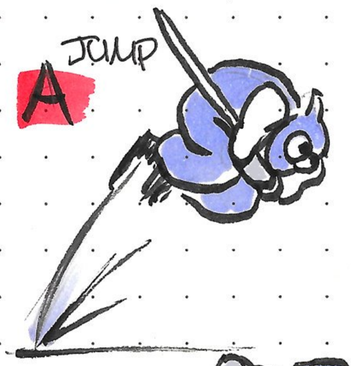
CROUCH



B SWORD SLASH



A JUMP



CLING JUMP TOWARD a SURFACE

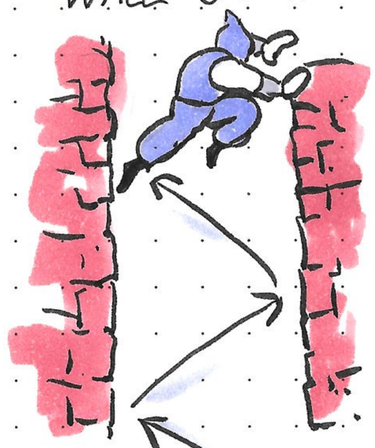
CLIMB ⇧ or ⇩ (ladders only)

ladders are marked in RED on the maps!

I CAN ALSO ATTACK WHILE JUMPING!

ADVANCED MOVES!

WALL JUMP



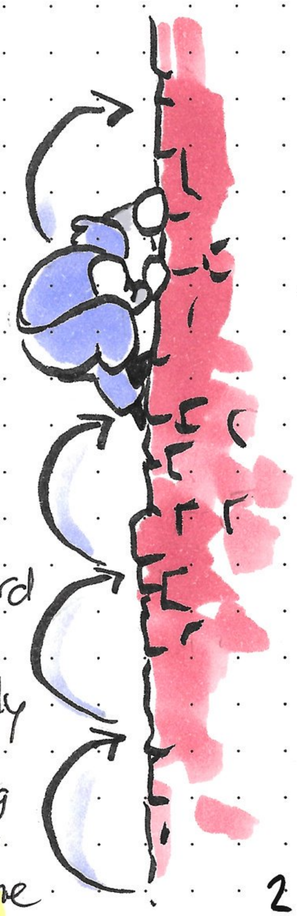
CLING TO A WALL. Press A toward the direction you want to move toward. Alternate ⇦ and ⇨

NINPO

⇧ and B

NINPO IS A LIMITED Resource. It is crucial to MASTER it!!

There is lots of different NINPO to learn about. More on that on the NINPO pages!



There are even more advanced moves!

ADVANCED WALL JUMP

Quickly jumping from a wall and pressing back toward the same wall. Ryu can climb nearly any wall!

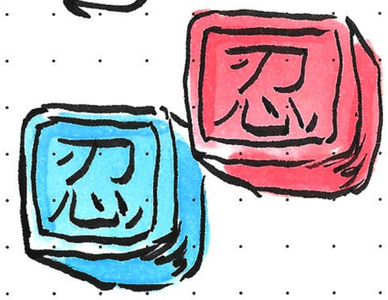
Bonus: After beating a boss, can you climb the wall before time runs out?

NINPO IN DEPTH

Using special powers requires NINPO. I can collect items during stages by slashing at objects through each location. These objects range from lanterns, street lights, to birds, & spiders.

SLASH THESE

NINPO drops come in two varieties. Red NINPO gives me 10 points, Blue gives me 5 points. I need these points to use the Special arts.

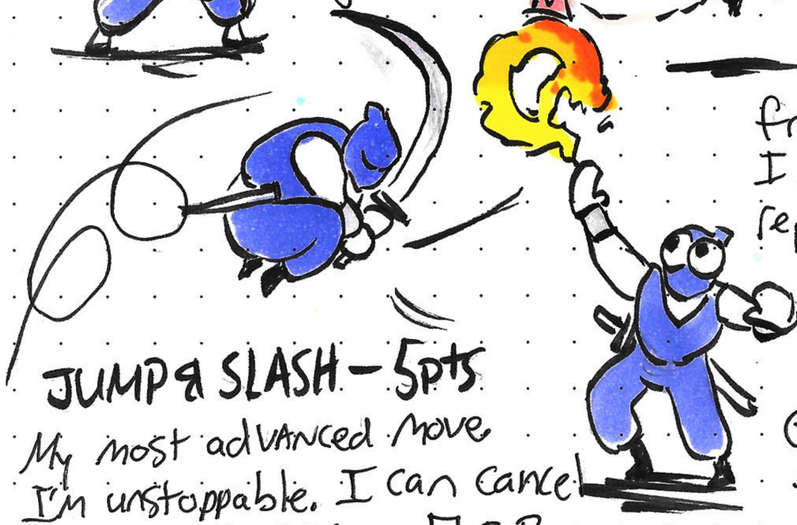


THROWING STAR - 3pts

A solid ranged item.

WINDMILL STAR - 5pts

I can get more from this one if I jump over it repeatedly.



JUMP & SLASH - 5pts

My most advanced move I'm unstoppable. I can cancel this move by pressing ↓ & B when jumping

FIRE WHEEL - 5pts

Great for aerial enemies like birds.

ADDITIONAL ITEMS

FIRE RING

For a limited time nothing can hurt me. I can also destroy anyone in my path.

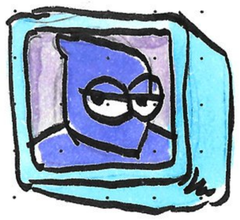
HEALTH POTION

Restores my health by 6 "Cells."

NOTE: RYU has 16 life cells. Different enemies will knock off different amounts of cells.

TIME STOP

While it appears that time stops to my enemies, the truth is that I run faster than time itself when I use this item.



1-UP

I need these for an extra chance to come back to life.

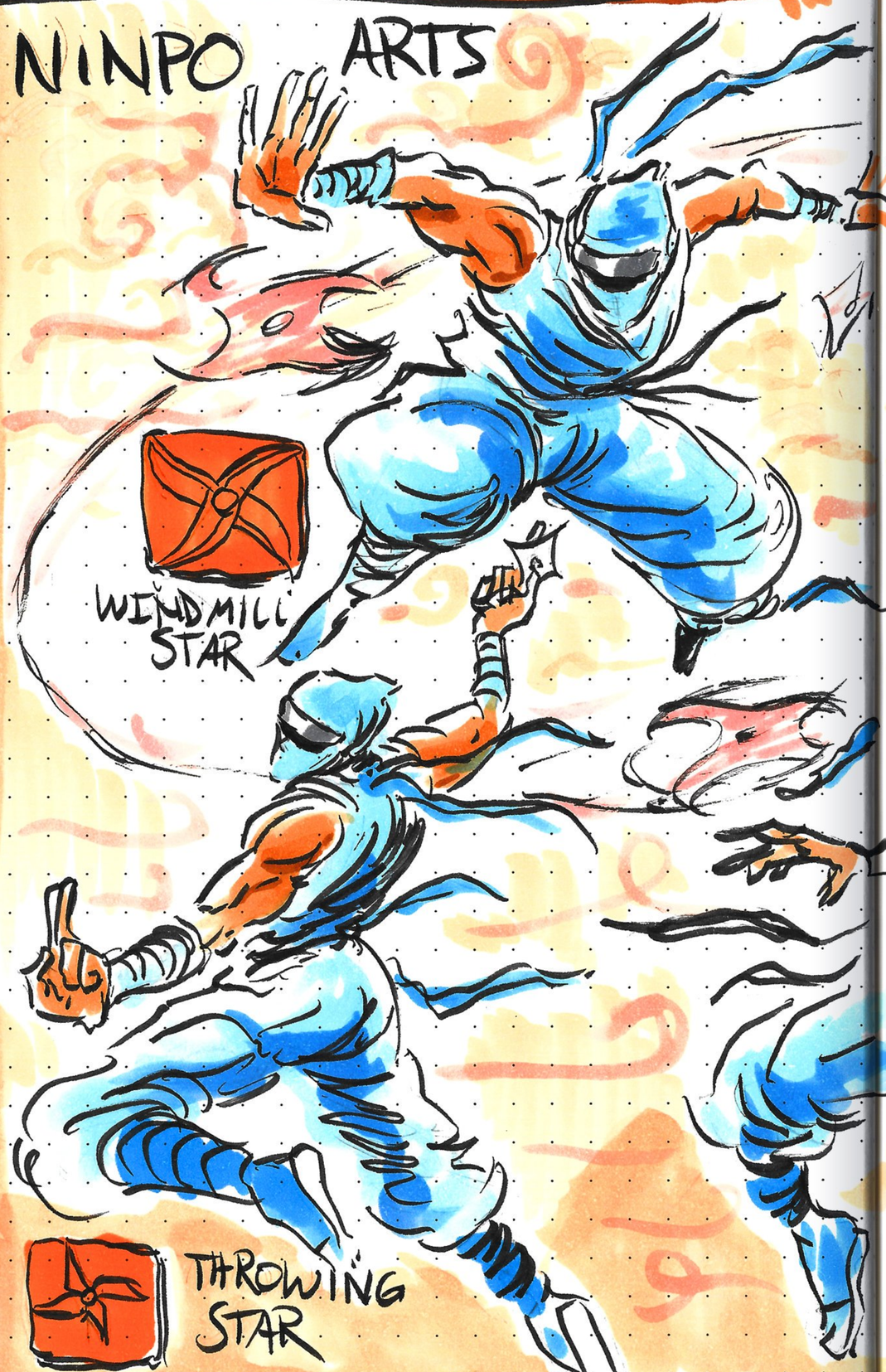
RED 1,000 points!

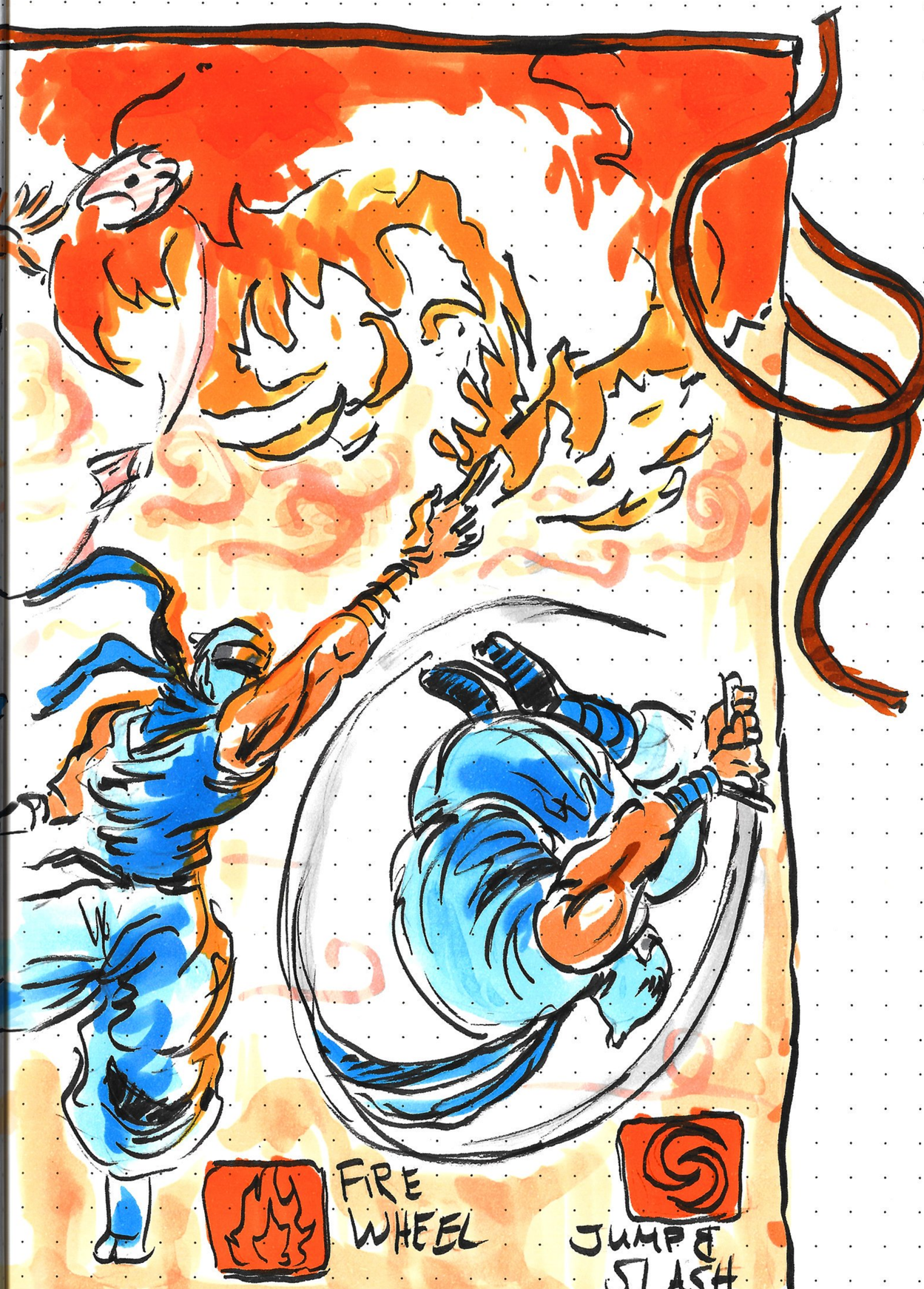
POINT BONUSES

I get extra points from these, but I don't really care, It's not like points give me extra lives.

BLUE 500 points.

NINPO ARTS





PROFILES

RYU HAYABUSA

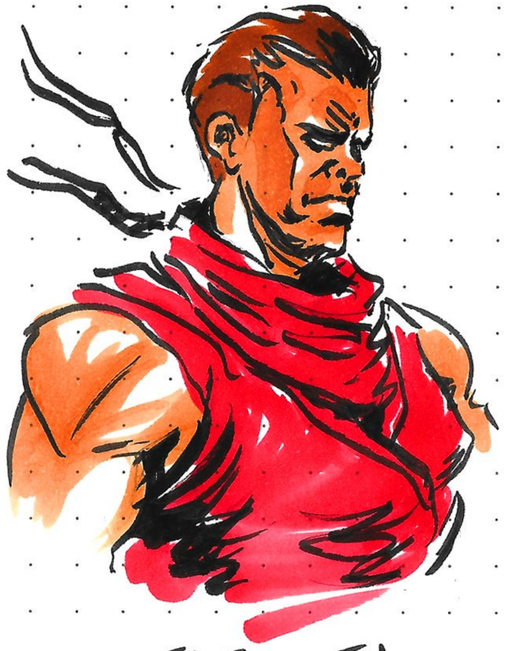
My drive was revenge for my father's death, but I'm quickly thrown into something far greater. With the Dragon Sword I'll make short work of my enemies. This is my story.

IRENE LEW

A CIA agent who has mysterious motives. She has won me over.

WALTER SMITH

Archeologist and friend of my father. I was sent to America to find him.



KEN HAYABUSA

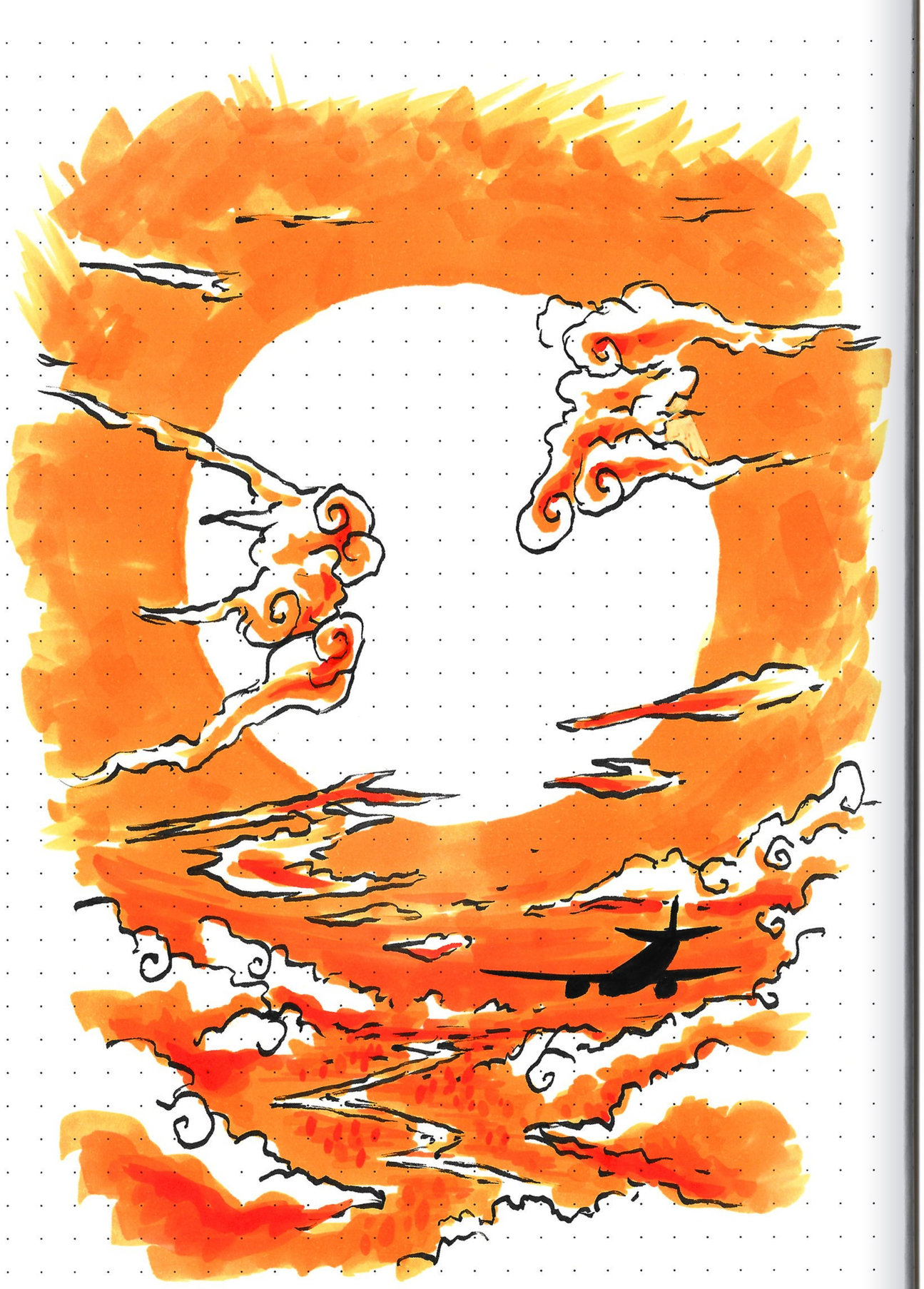
My father who went missing. I don't know why he took part in a duel to the death, but I'm determined to find out.

THE JAQUIO

A monster? A demon? All I know is that he's a filthy wreck that must be stopped.

FOSTER

I hate Foster. The kind of coward that has his goons do all the work for him. However the man has resources and information I need to take advantage of.



Journal Entry 1 -

As I take my flight to America I've decided to have a moment to reflect. Getting the Dragon Sword onto this plane was tricky, but I'm not exactly riding first class. Sneaking into the cargo bay isn't the most comfortable way to fly, but at least I have leg room.

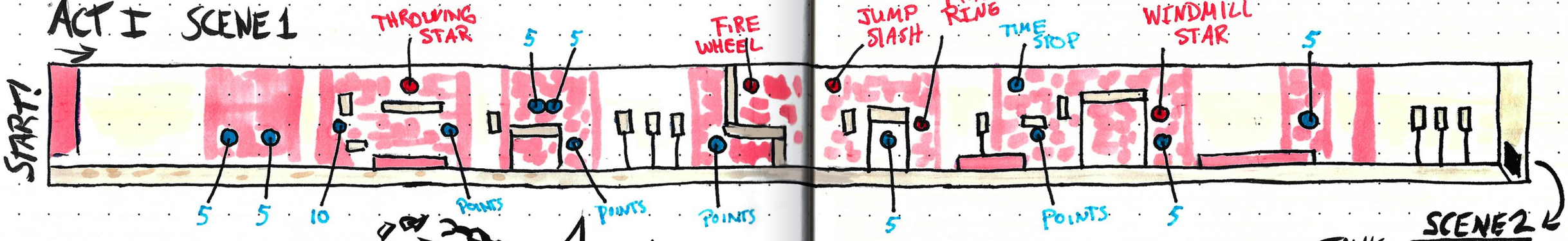
I have plenty of time to rest up before the plane touches down in Galesburg. I'll ask around to see if I can get any tips on the location of Dr. Walter Smith.

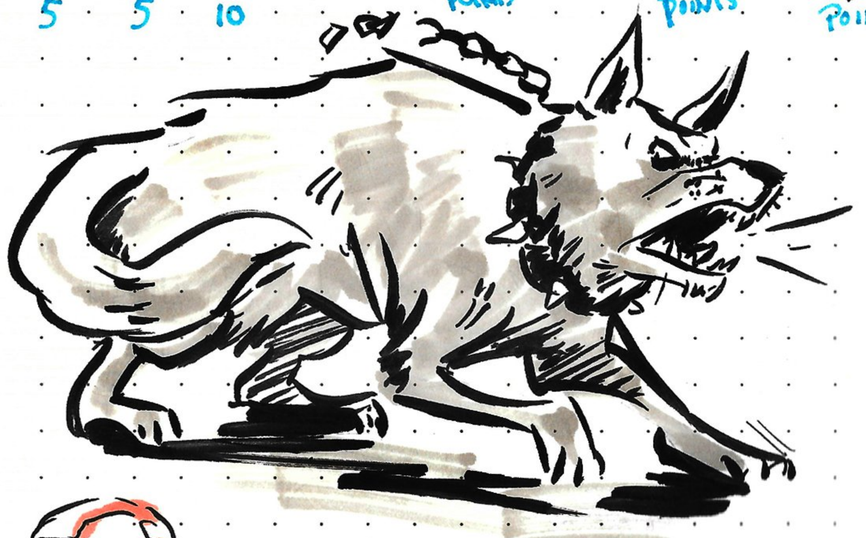
I will avenge my father no matter the cost.

About Journal Entries - Ninja Gaiden features several movie scenes between & during stages. Use these entries as a companion piece to the movie scenes from the game.

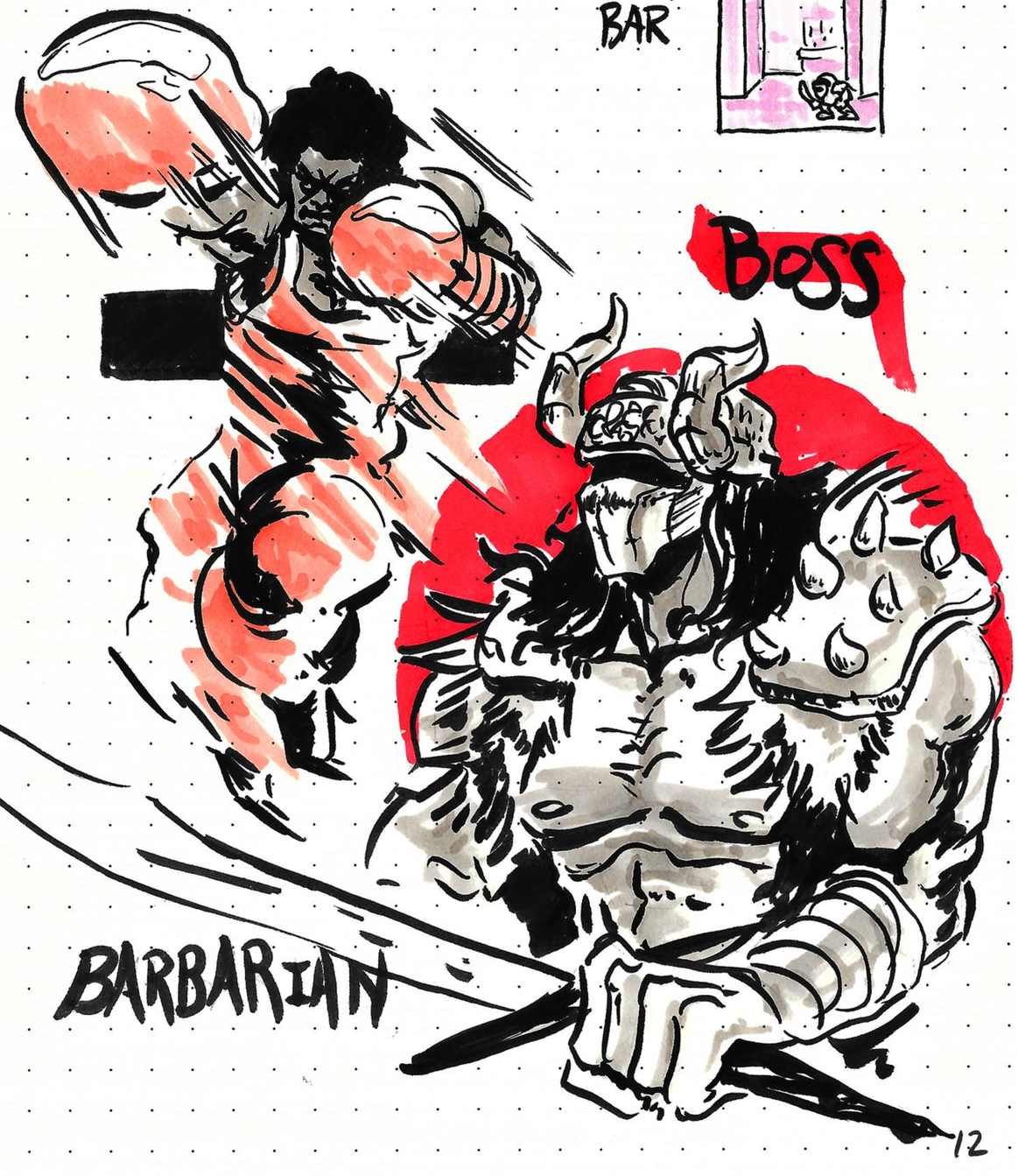
ROAMING THROUGH GALESBURG

ACT I SCENE 1





JAVS BAR



Journal Entry 2

My head is pounding from that tranq. I let my rage get the best of me in the city. Those punks lied to me about their tip on where to find Smith. They tried to jump me at the bar, but they regretted it. The Galesburg Police should be thanking me, I cleansed the streets of an entire gang... and in broad daylight. Maybe I went over the top?

The girl caught me off guard. I insulted her immediately, but only because seeing her was the first time in awhile I felt anything other than anger. She put me down like the dog I was. I deserved it.

Now to take this statue she gave me and find Dr. Smith.

THE OUTPOST
ACT II SCENE 1

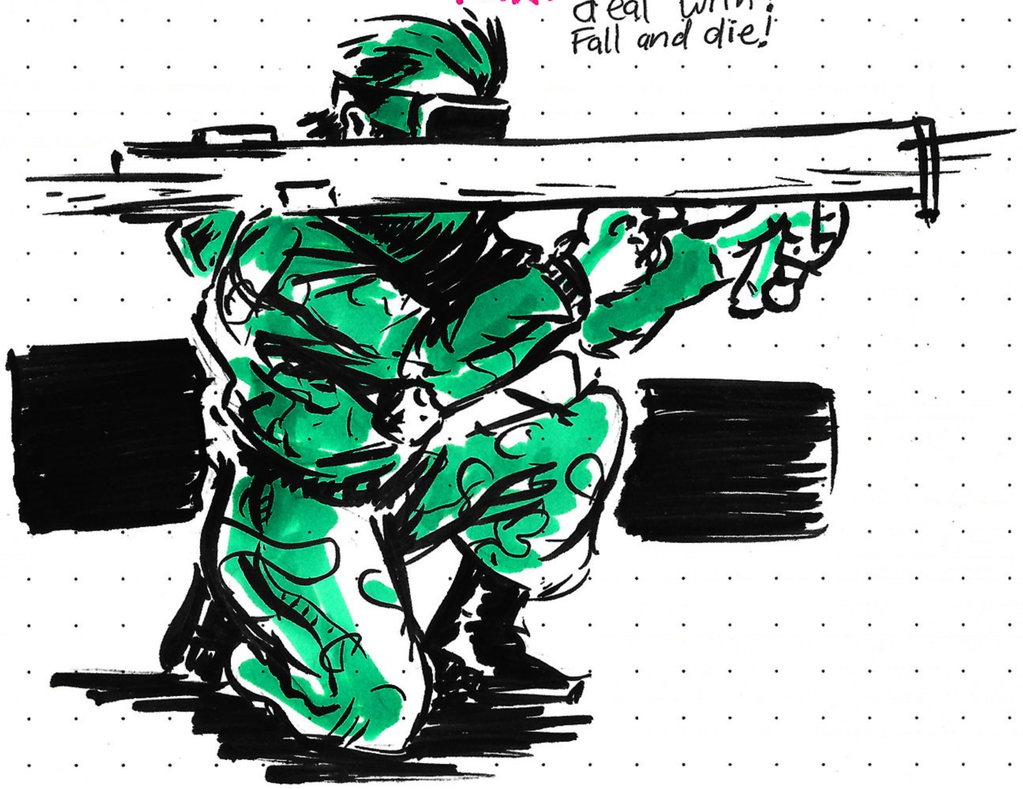
There are 3 dudes on this spread with guns and gear, but this guy is the toughest here!

START →

10 5 THROWING STAR FIRE WHEEL 10 5 WINDMILL STAR

5 POINTS POINTS POINTS POINTS 10

PAIN POINT: First pits to deal with! Fall and die!



15

← TO SCENE 2

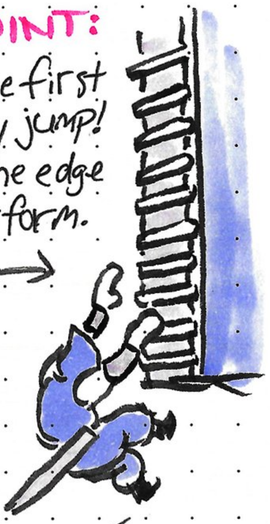
WINDMILL STAR

5 POINTS POINTS

10 POINTS JUMP SLASH THROWING STAR

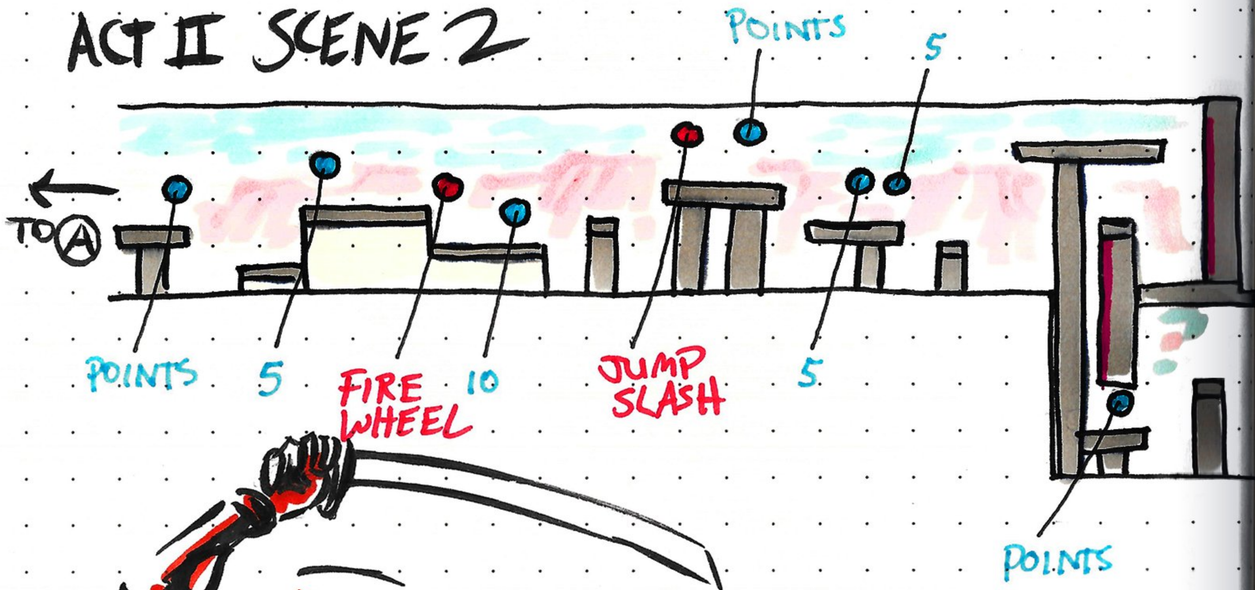
POINTS 5 POINTS

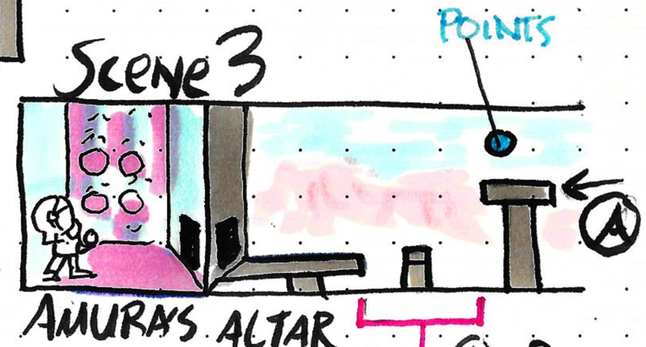
PAIN POINT: This is the first real tricky jump! Jump at the edge of the platform.



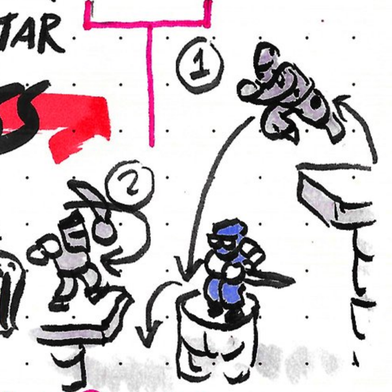
16

DEATH VALLEY
ACT II SCENE 2



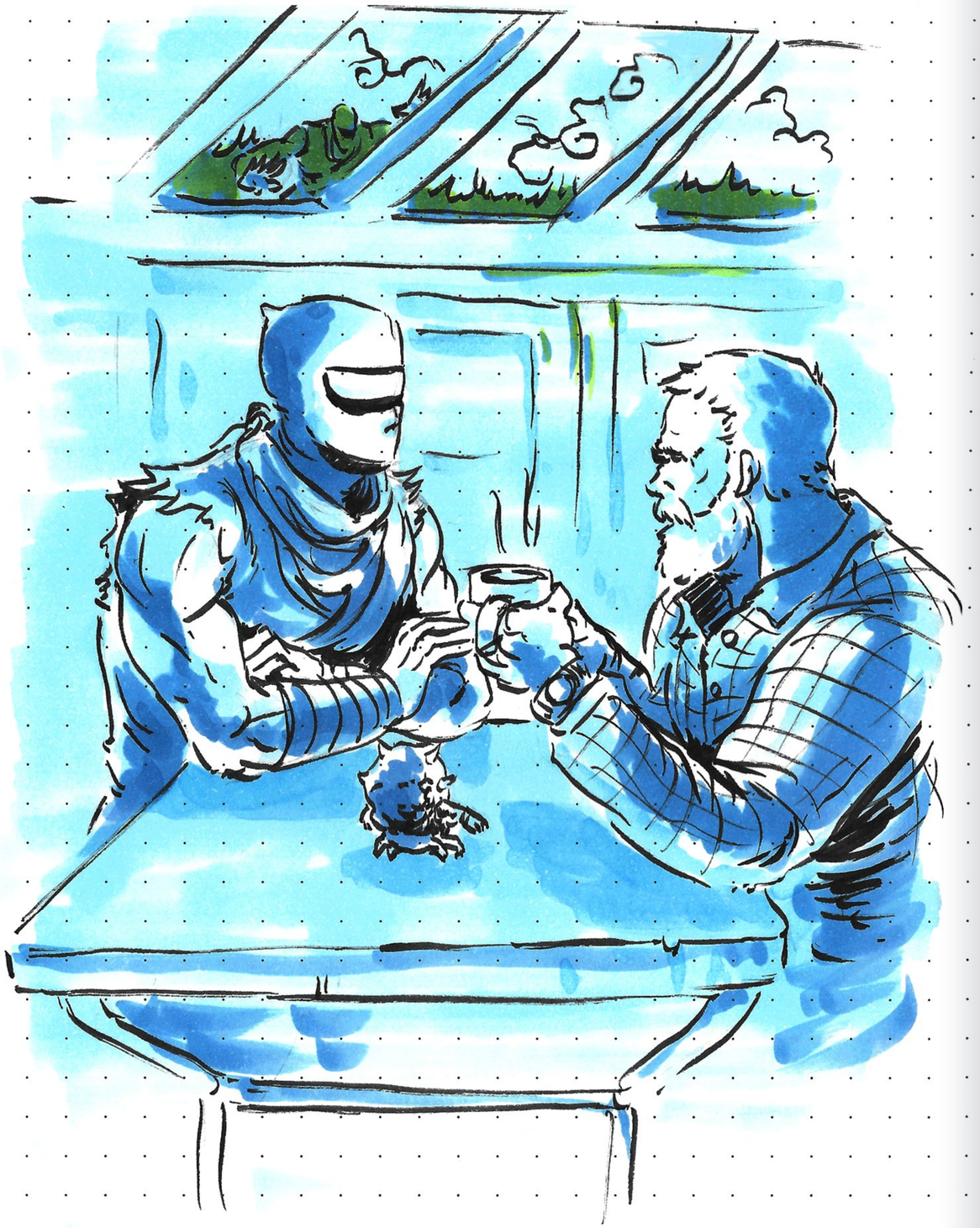


BOSS



PAINPOINT:
Let the running guy jump over me & let him fall to his doom. Wait for Sword guy to turn, then strike!

Bomberhead



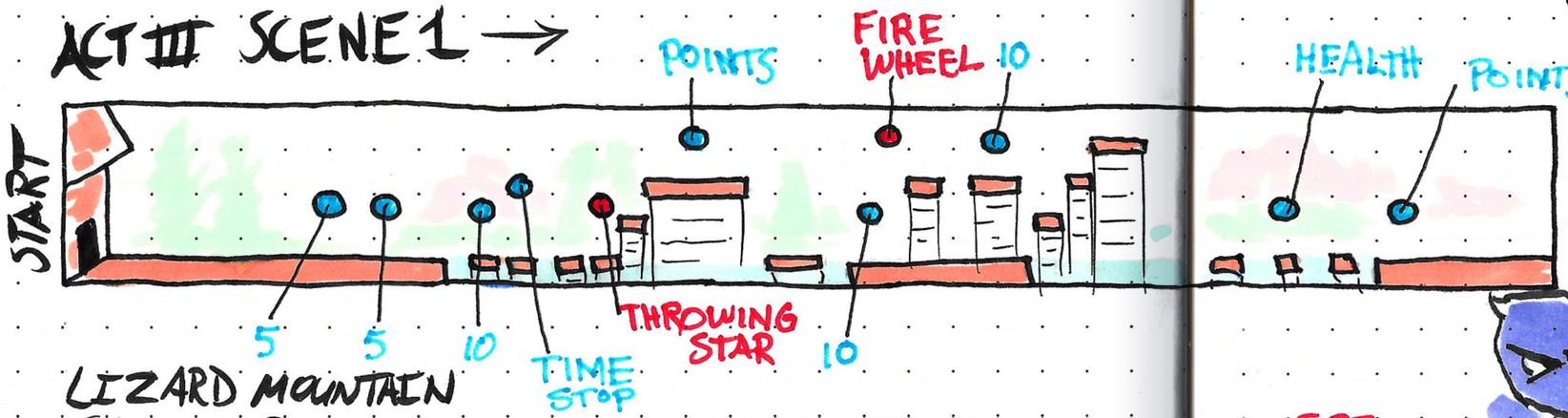
Journal Entry 3

I finally met Smith. I could see why my father got along with him. He seems trustworthy. He had a welcoming warmth where I was able to let my guard down. However, what he told me is almost too much to fathom.

There are two statues, both light and shadow. The shadow statue the girl gave me was just stolen and I need to recover it. But the story he told me... Shinobi? The Dragon Sword's strength? Demons? I thought this was all stuff of legend.

No time to waste, I must hurry!

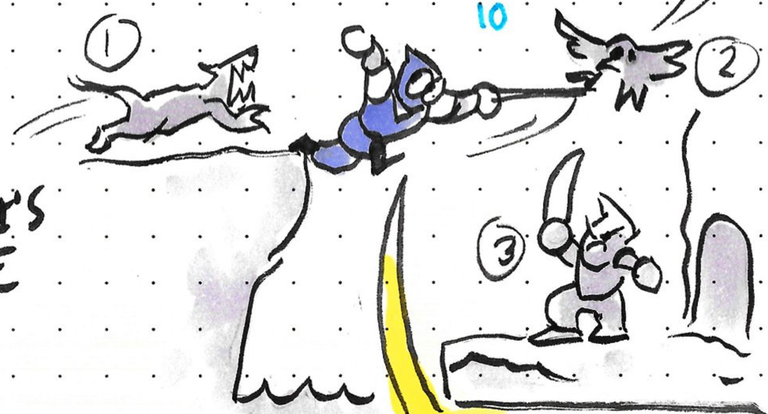
CRYSTAL LAKE
ACT III SCENE 1 →

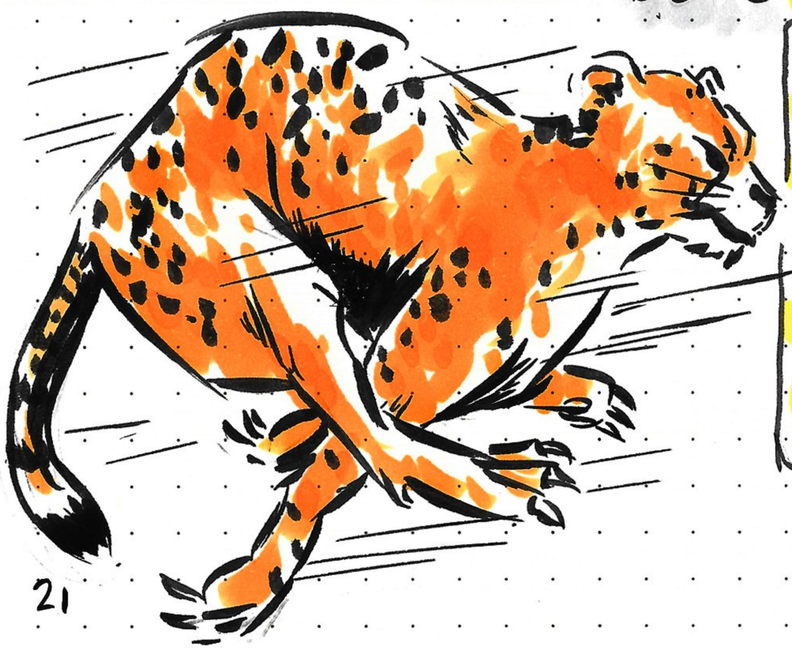


LIZARD MOUNTAIN SCENE 2

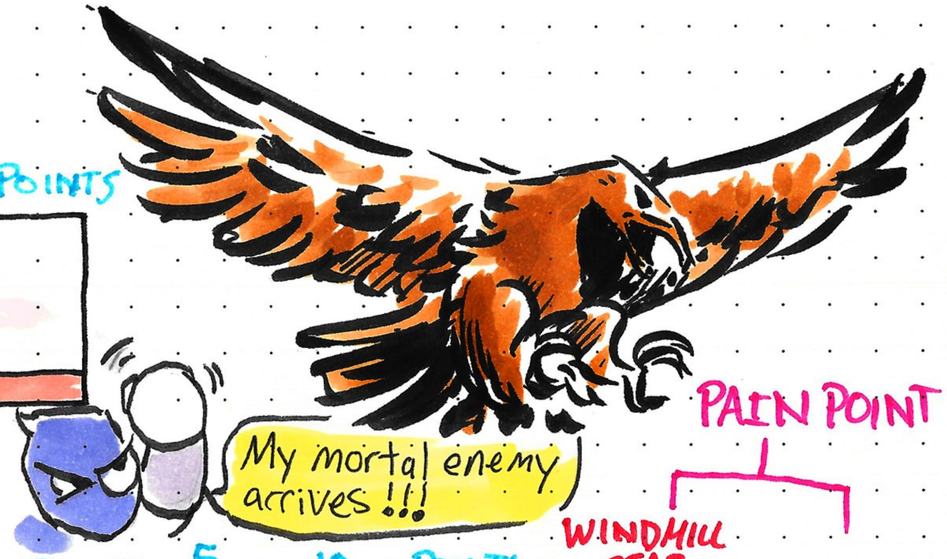
SCENE 3

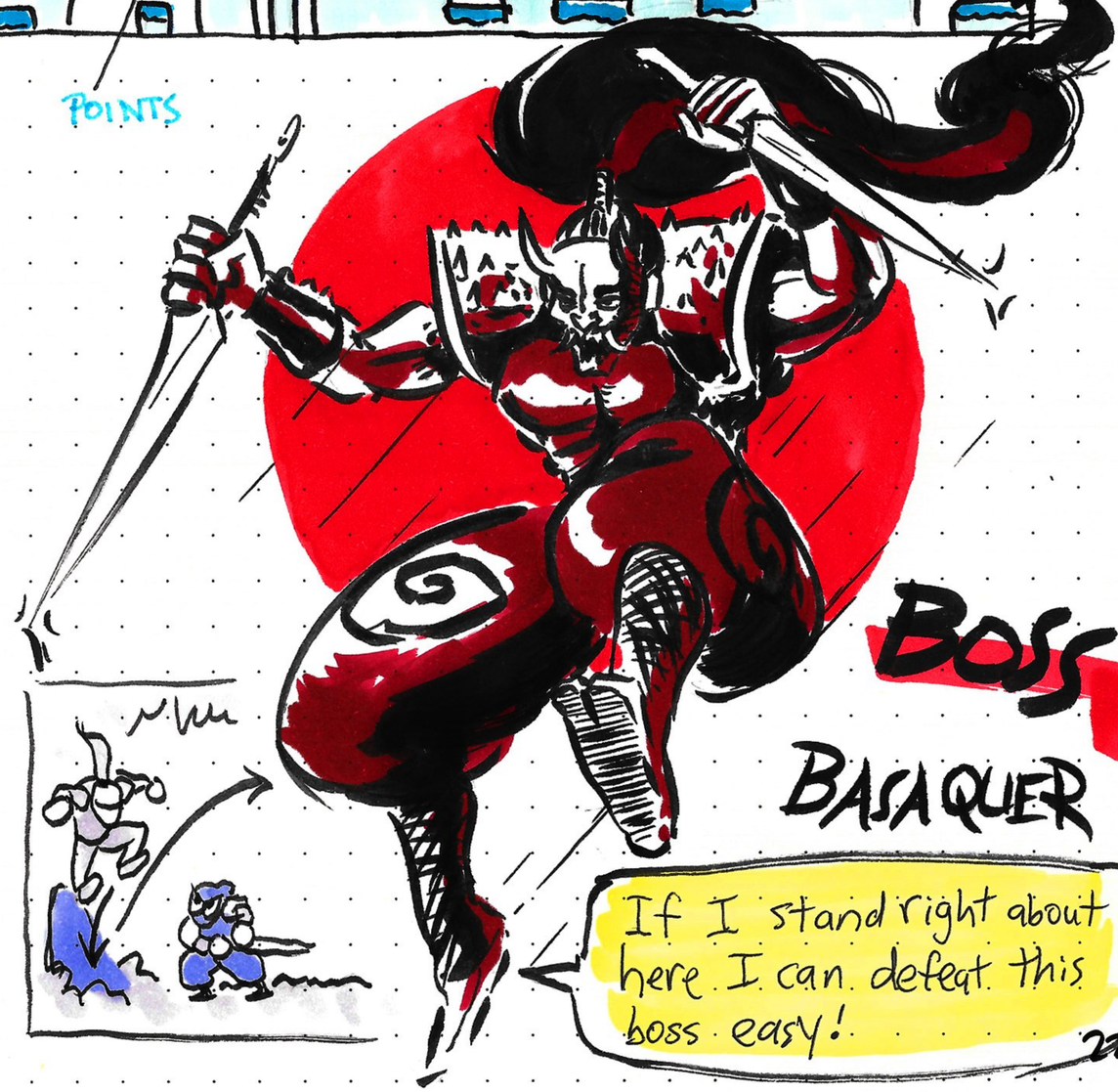
YOMI'S CAVE



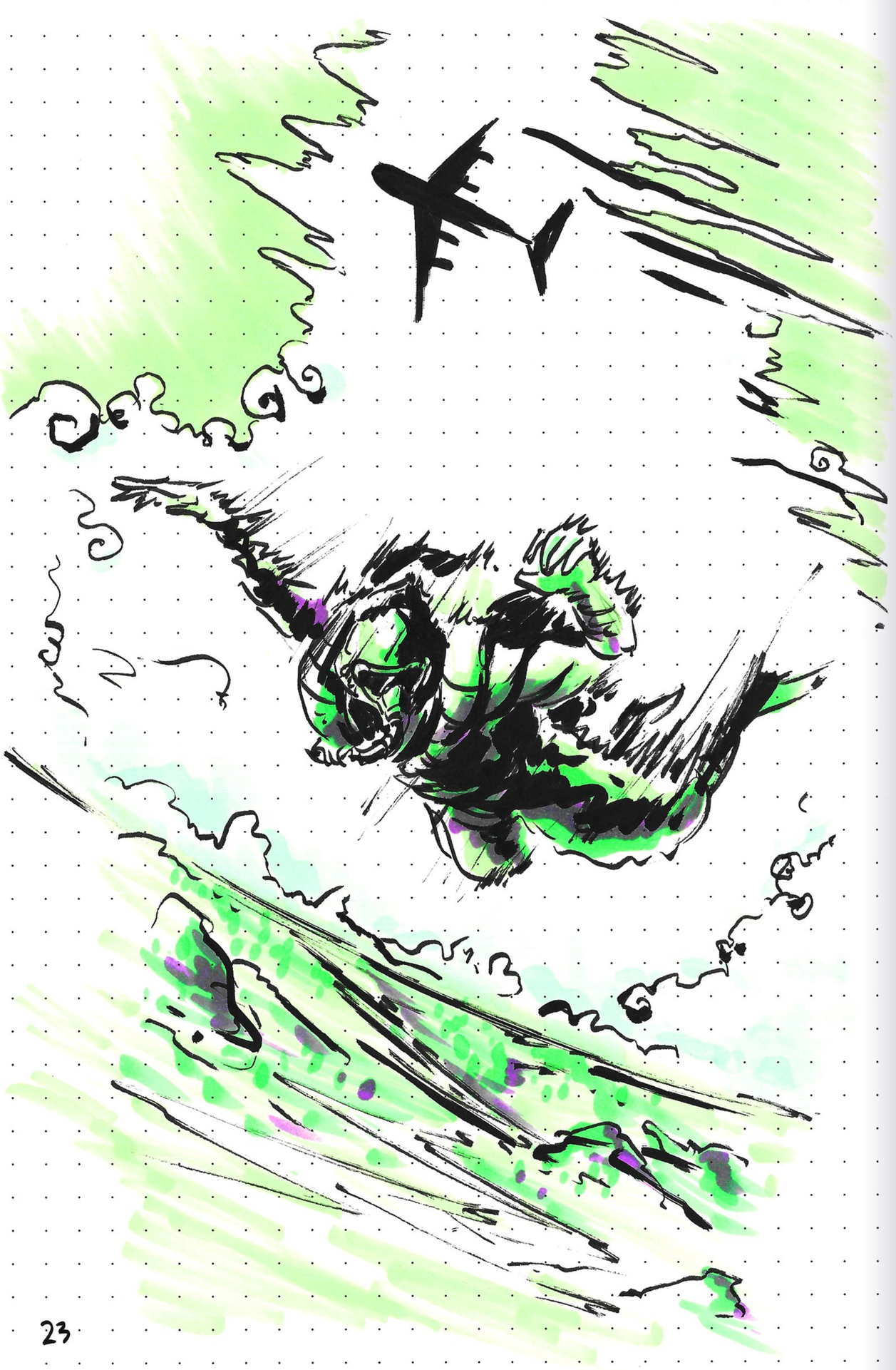


This Pain Point is nuts! Take out the cheetah, perfectly time your jump attack for the bird & then the guy on the ground. Be brave!





If I stand right about here I can defeat this boss easy!



Journal Entry 4 —

My time in America was brief. I'm now on a plane that's going to drop me deep into the Amazon. The "man" (Jaquio was it? He looked otherworldly) that took Dr. Smith's light statue apparently resides in some castle ruins here.

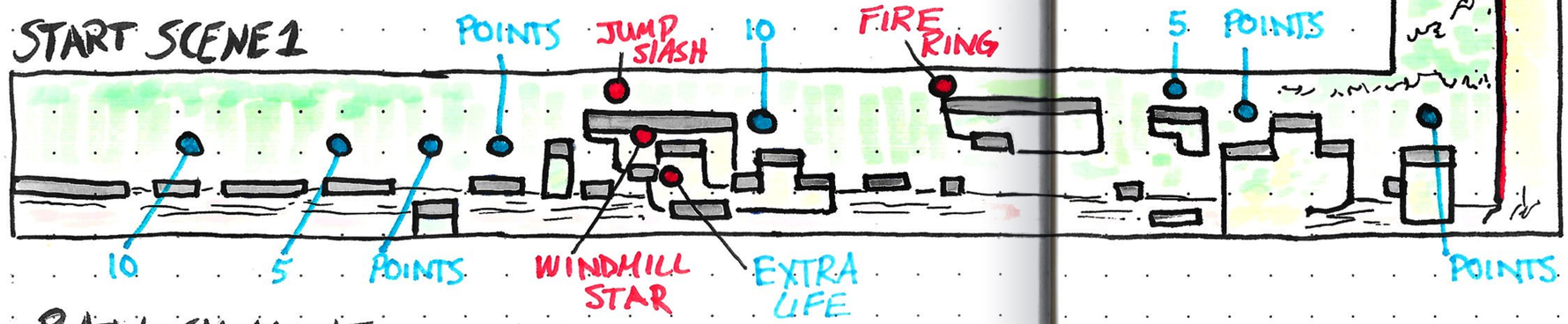
A CIA agent named Foster (who I'm certain is a wretched person) has put me on this mission. He claims he didn't kill Dr. Smith, but I'm sure he did. However, our goals align, so I'll spare him for now.

He also told me the girl worked for him. Maybe I could see her again? I can thank her for the nice nap.
On the bright side, I get to ride first class this time.

ACT IV

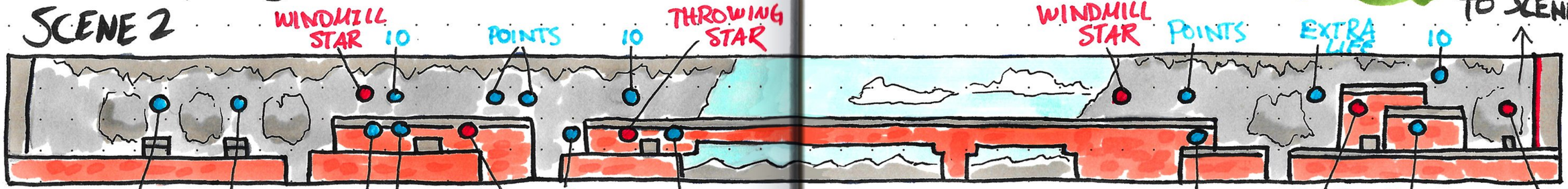
SOUTH AMERICAN AMAZON

START SCENE 1

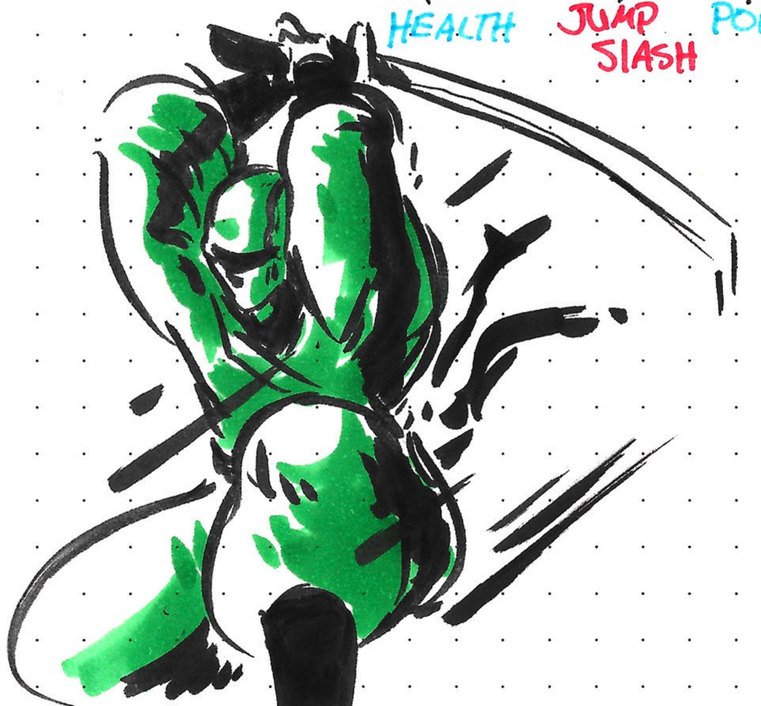


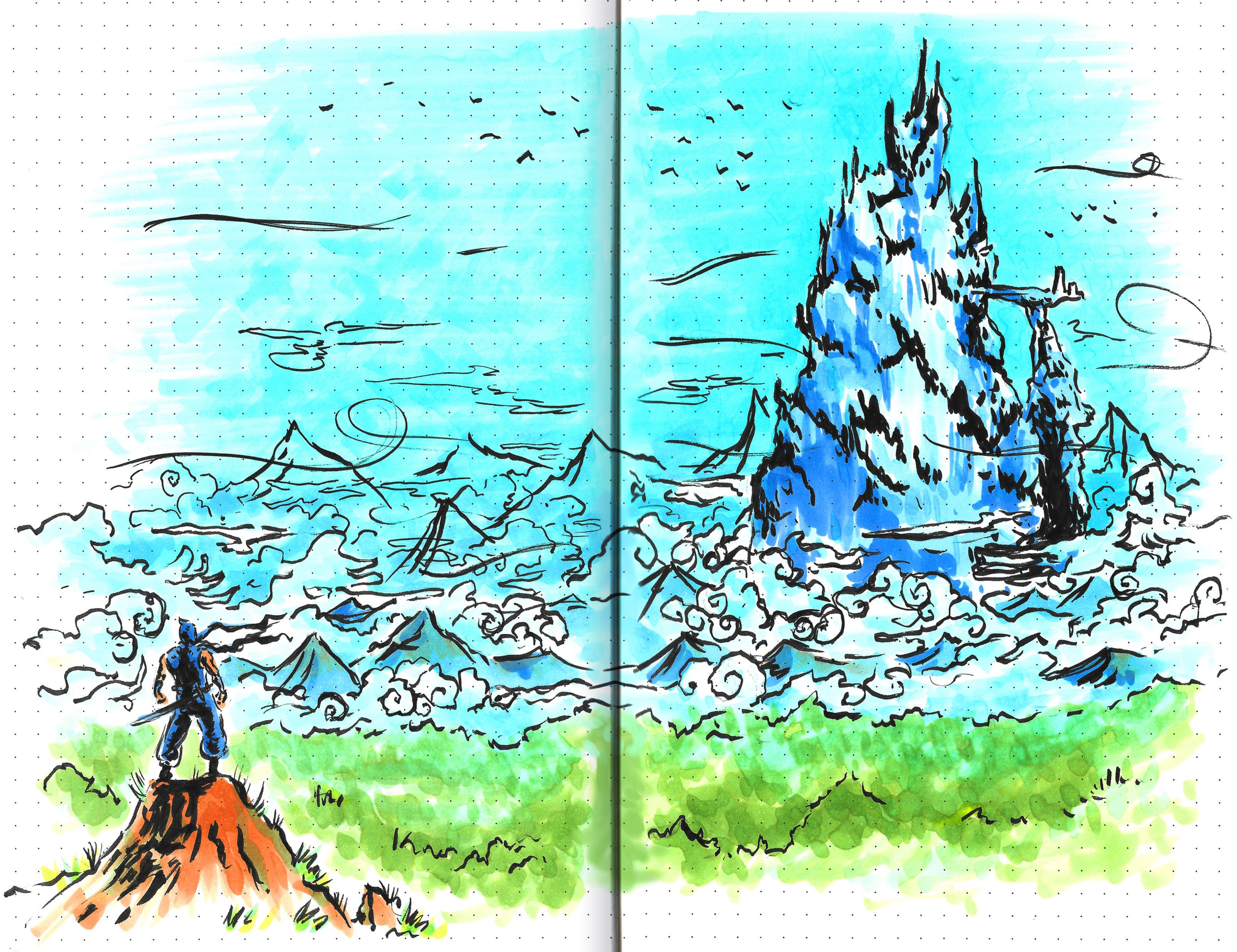
BAZLISK MINE

SCENE 2

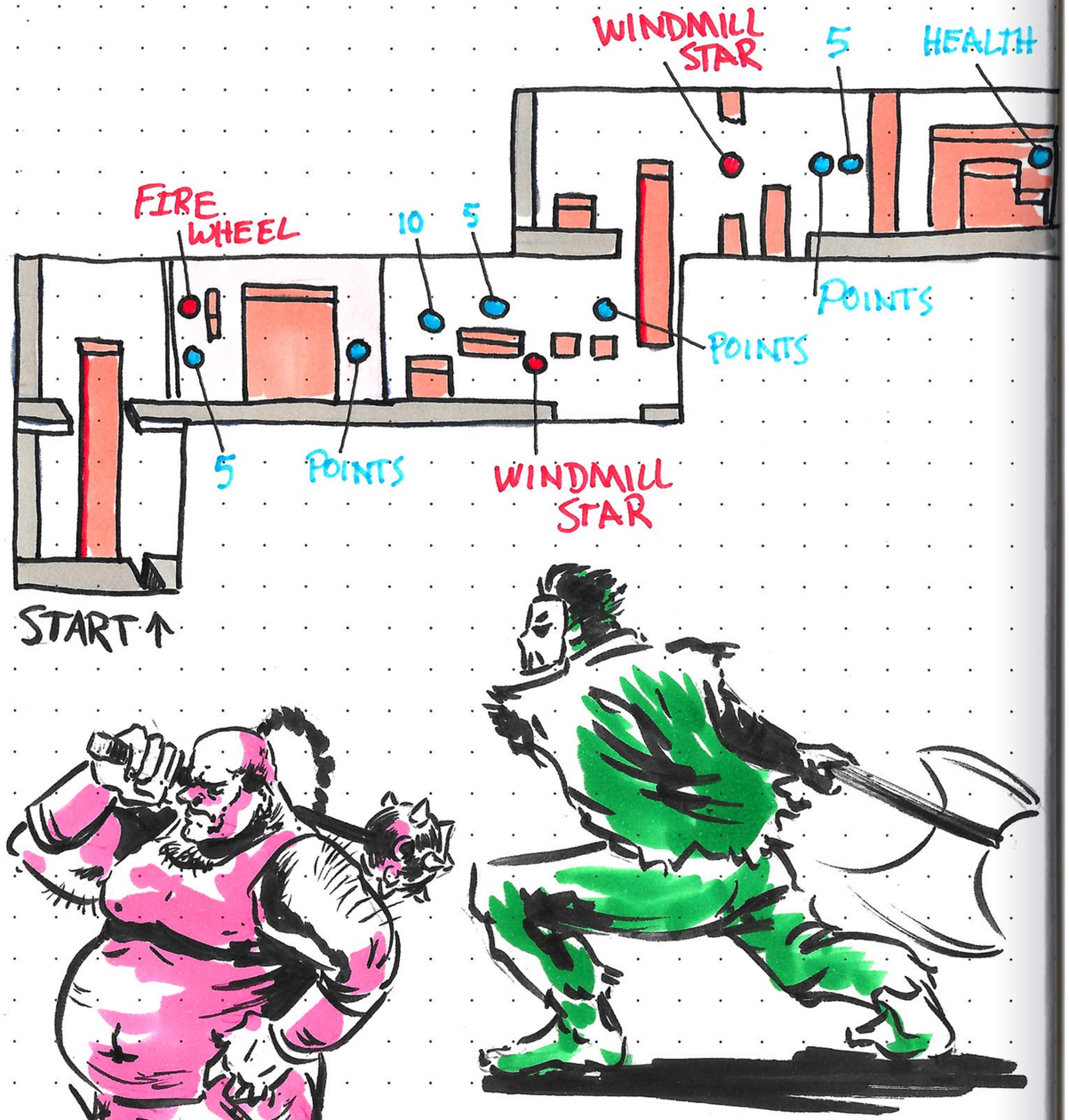


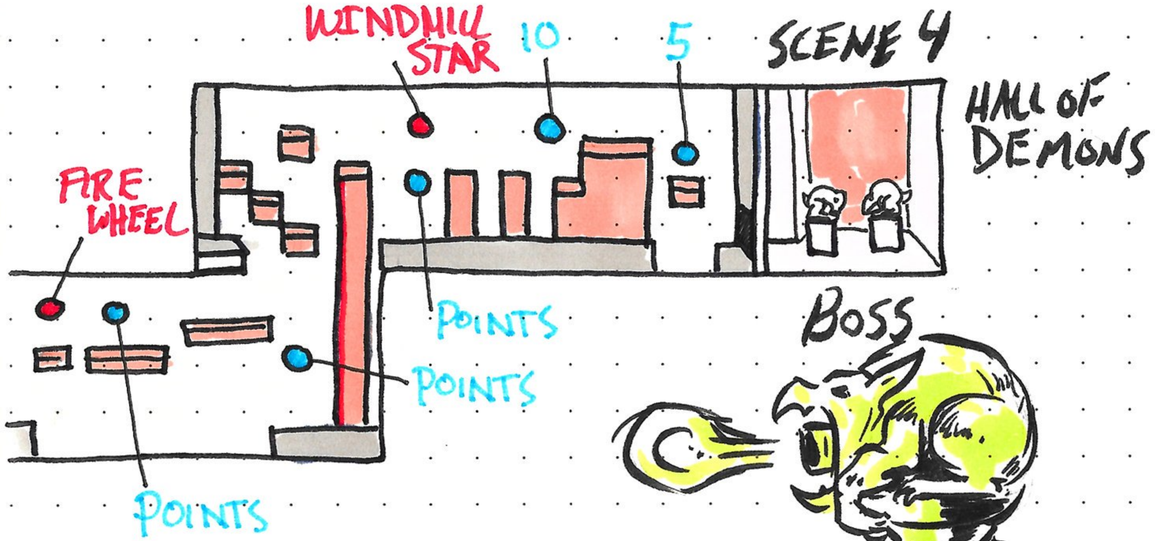
Ryu, I found your journal I think it's really cool! Irene

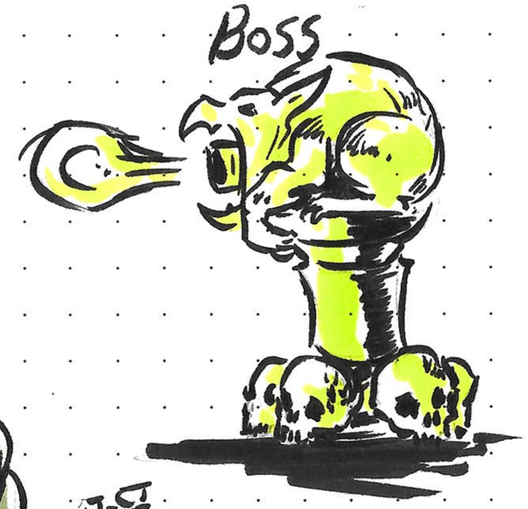


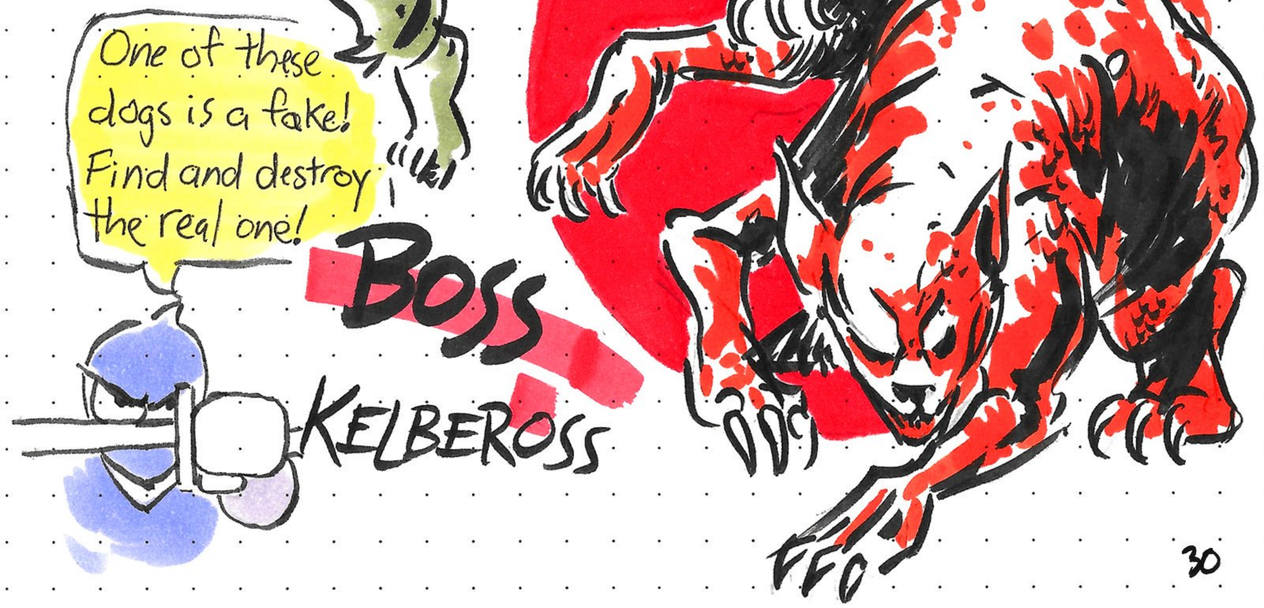


TEMPLE OF DARKNESS
ACT IV SCENE 3









Journal Entry 5

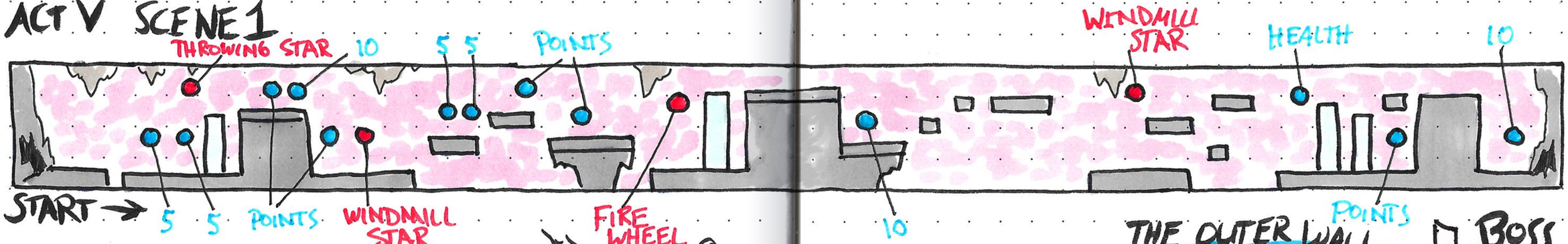
Why did she have to be there? Why was she even there at all? It doesn't matter, Jaquio has her now along with my shadow statue. He has both statues now. Dammit!

I suffered a shoulder injury from the fall I just took and I think I've been unconscious for a while now.

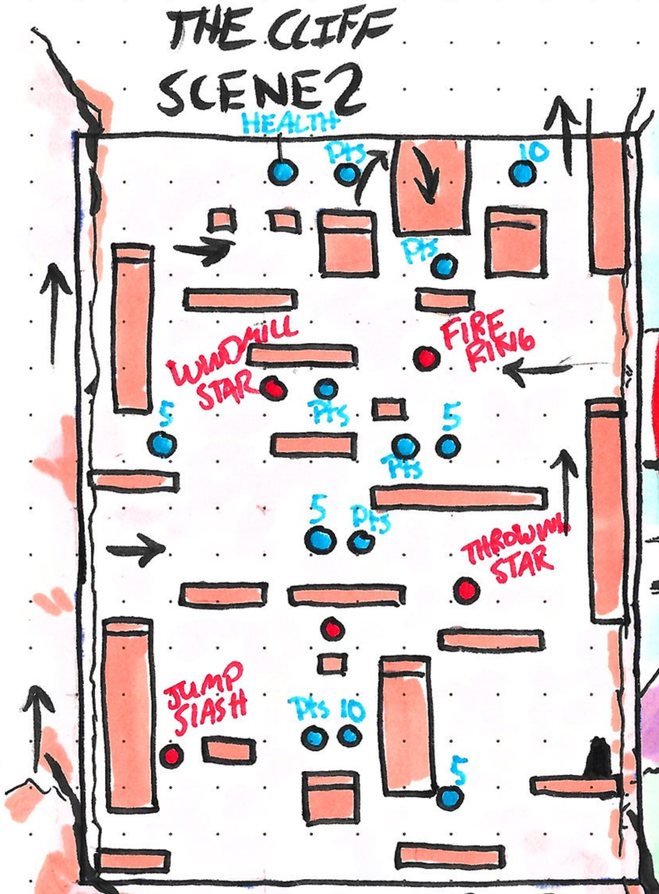
I had a nightmare about those dogs I slaughtered. Were they demons? I've never seen anything like it. They did not belong here. If more creatures like that exist in this castle then I must stop every last one of them.

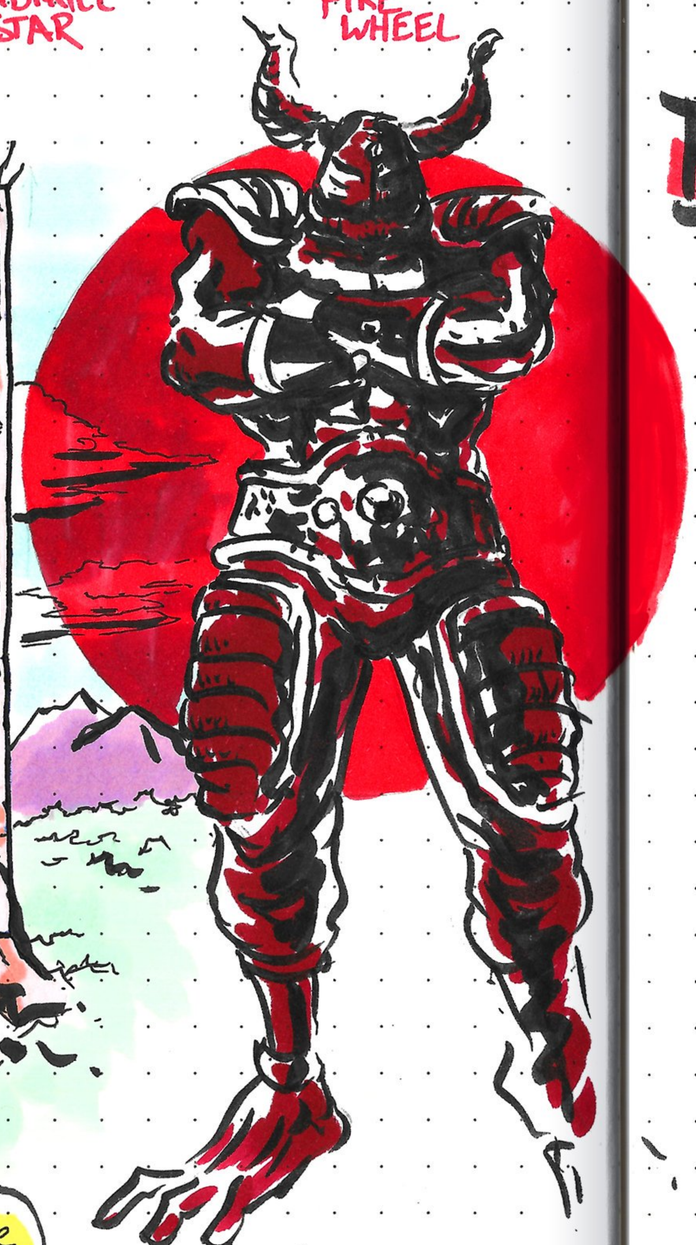
I still don't know her name....

PRISON OF THE DEAD
ACT V SCENE 1



THE CLIFF
SCENE 2

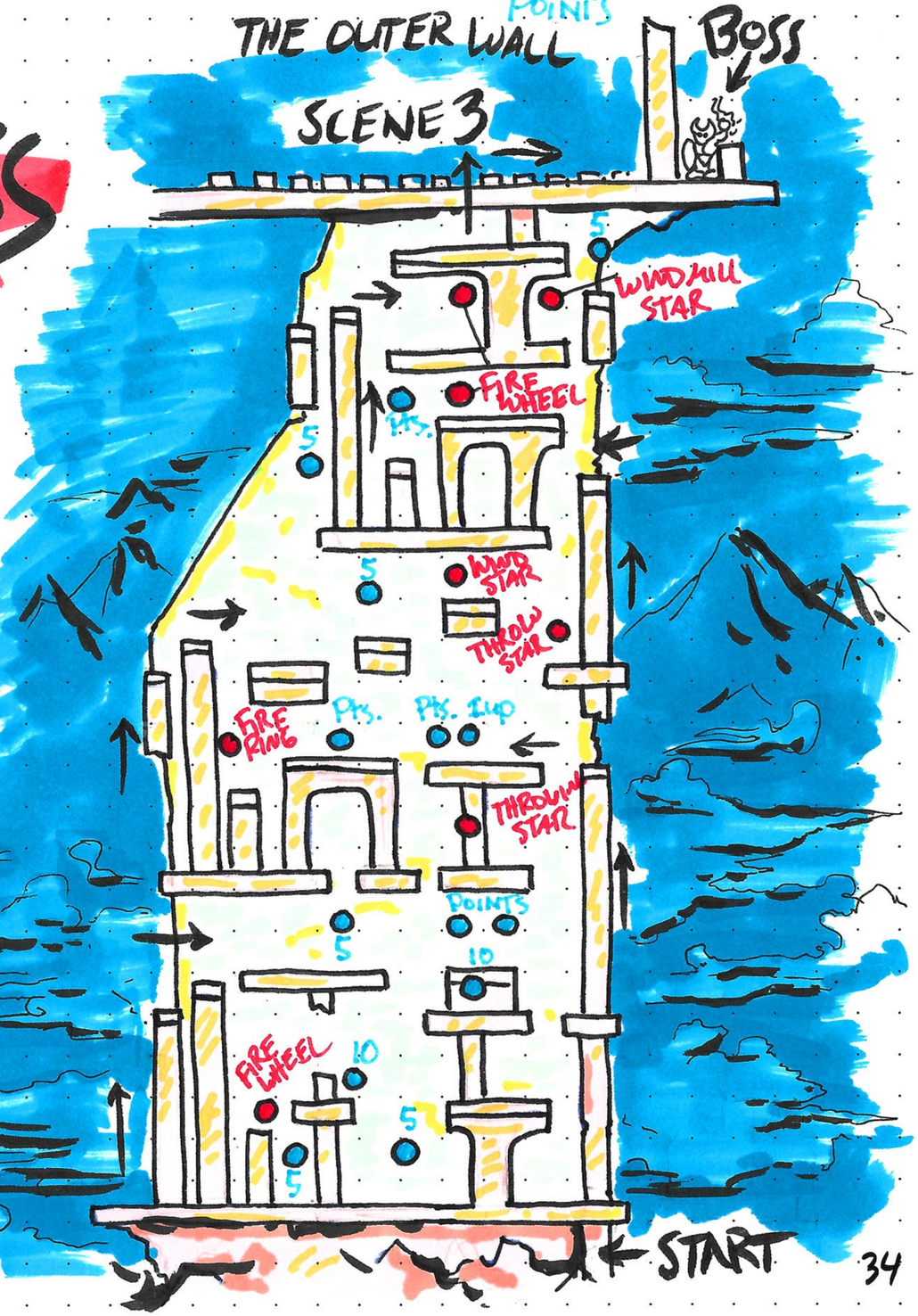




BLOODY MALTH

BOSS

THE OUTER WALL
SCENE 3



Journal Entry 6

With the fall of Bloody Malth I have had my revenge. He claims he didn't kill my father and that he still lives. I don't know what to believe, but I do know that Malth will never harm another soul.

And yet it feels so empty. This man was my mission. My whole reason for being here. Between the girl and the statues I need to press on. This is bigger than my petty feelings. I see that now.

My father would want me to see this through.

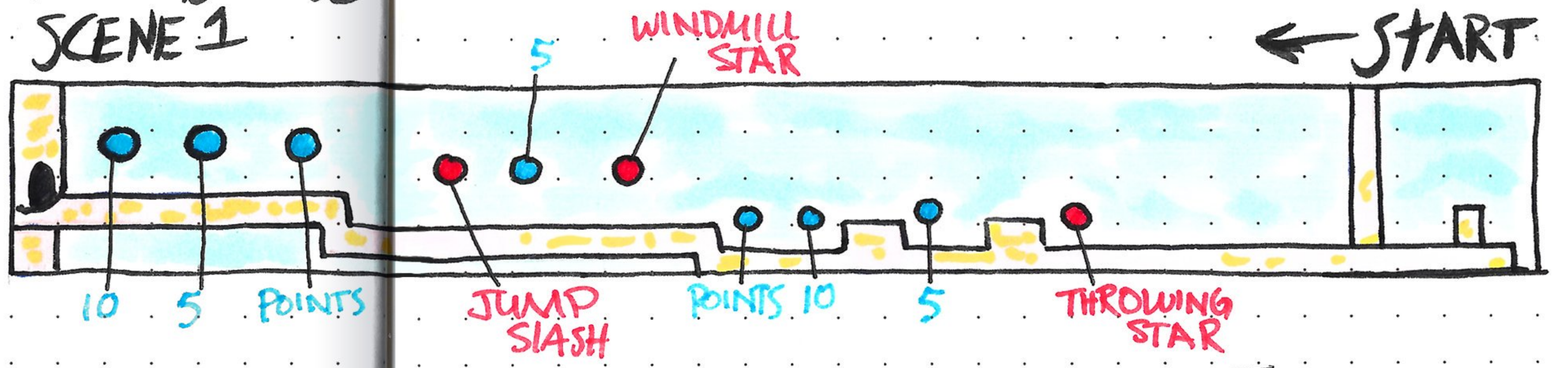
ACT VI

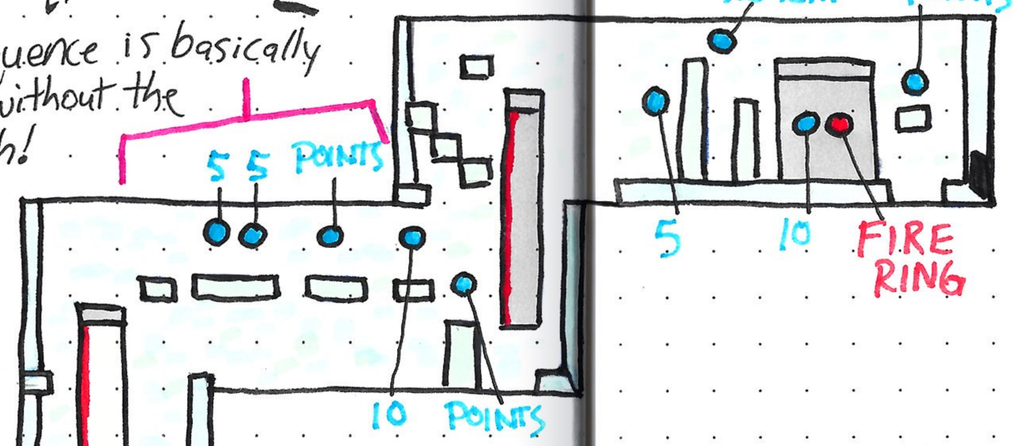
PAIN POINT!

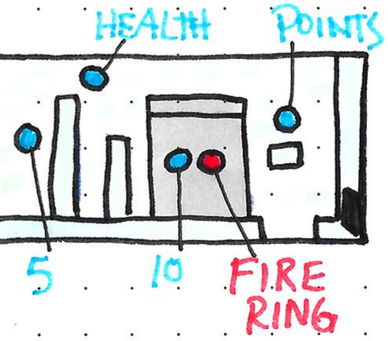
This sequence is basically impossible without the jump slash!

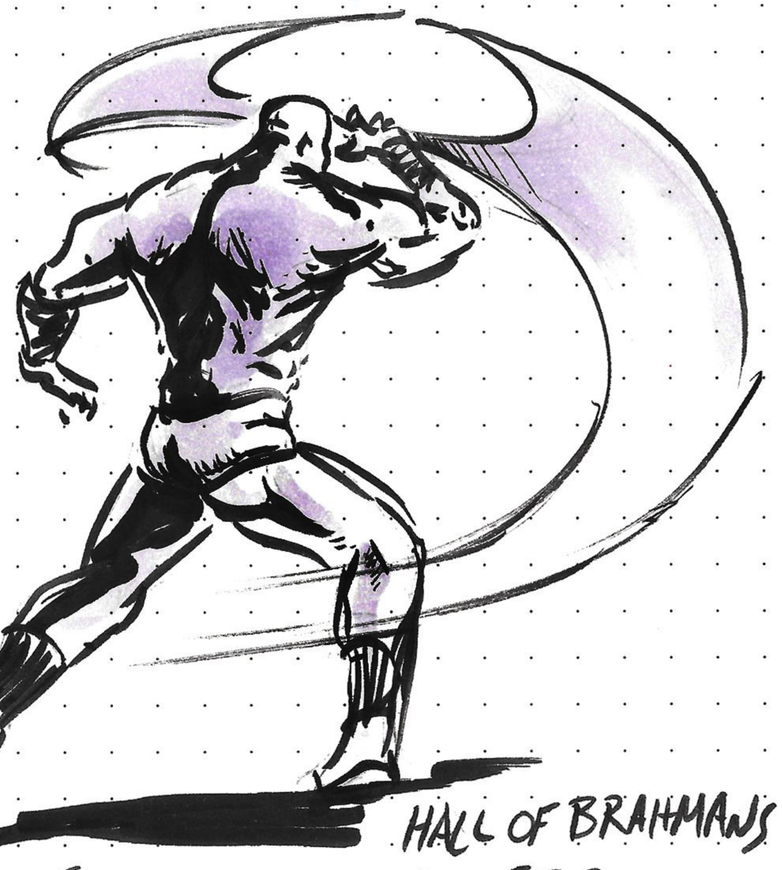
I need to watch out for these brutal Pain Points!

DEATH BRIDGE SCENE 1





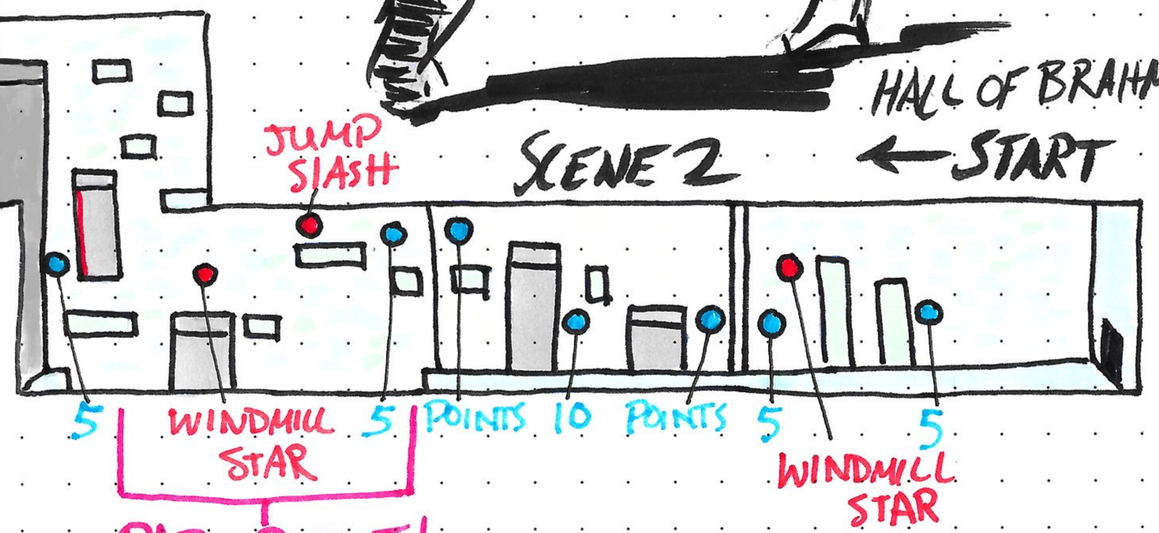




HALL OF BRAHMANS

SCENE 2

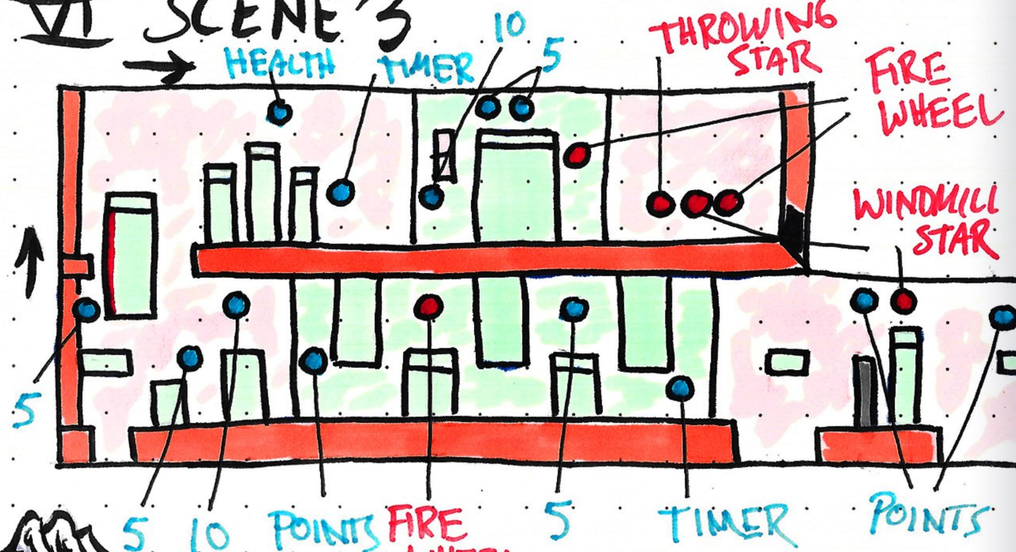
START



PAIN POINT!

This sequence is full of flying ninjas! I need the jump slash here!

HALL OF JUDGEMENT
ACT VI SCENE 3

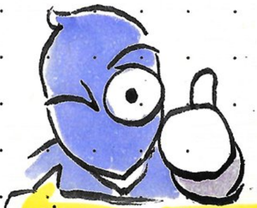


It's probably worth the GAME OVER to go back for the JUMP Slash If I die.

GUARDIA de MIEUX
THE JAGUIO

(2)

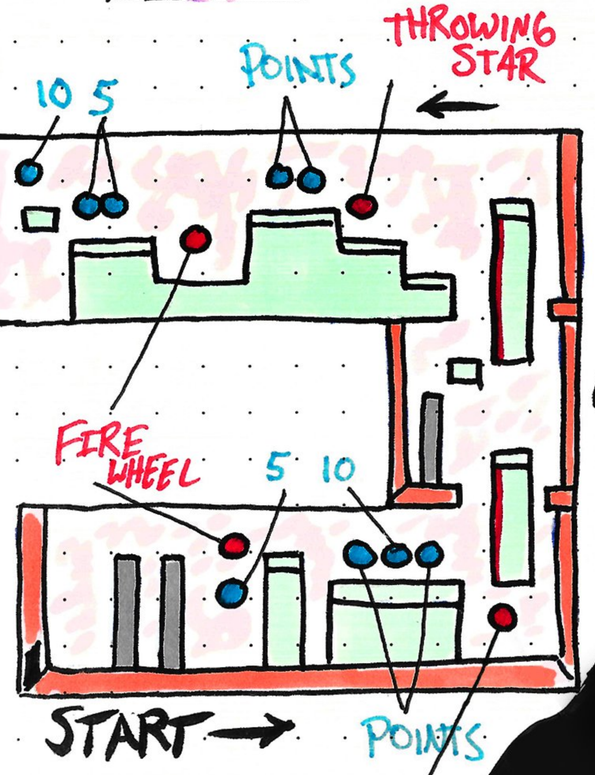
The Ultimate Punishment If I lose on any of the final bosses I'm sent all the way back to Scene 1!



The good news is that I get a full health refill when I beat One of the bosses!

THE BLACK THRONE

Boss Rush



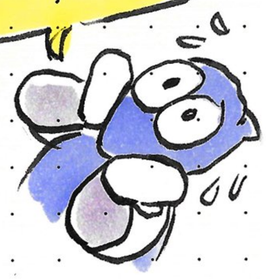
KEN HAYABUSA MASKED DEVIL

(1)

(3)

THE DEMON JASHIN

That's my Dad?!



Journal Entry 7

It's all over now. Malth wasn't lying. My father was alive, but the truth is he hasn't truly lived since the day of his defeat. Those monsters brainwashed him. My father's time was stolen from us, but I'll be forever grateful to have seen him in his final moments of clarity.

Jaquio wanted Irene as a sacrifice at the alter, but he didn't need her as my father's sacrifice was enough. Jashin was revived. I suppose Jaquio assumed the demon would spare him, but unfortunately for them I spared no one.

I thought back to Dr. Smith's story. The one about Shinobi. During the final battle I felt a spiritual presence guiding me. As if the Dragon Sword was sentient. Was it the spirit of Shinobi?

I mentioned Irene. I finally know her name. When the castle ruins fell we had a period of respite. We formally introduced ourselves. After days of bloodshed and anger, something as simple as a proper introduction felt catatonic.

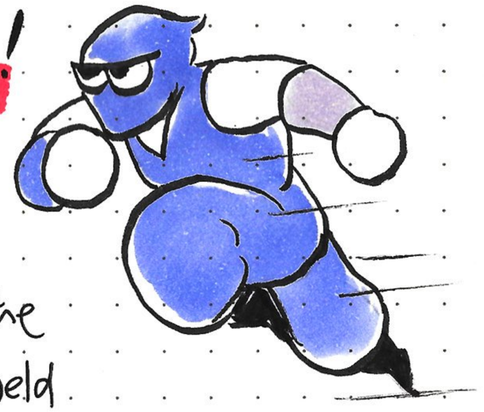
It turns out Foster sent her to the ruins to obtain the statues for himself. She was to shoot me upon my retrieval of the statues. Thankfully she chose not to go through with it. I earned her respect when I defeated Jaquio. What she experienced was beyond what she expected. I would normally hunt down Foster, but I finally feel at peace. I was riding the line between good and evil, but Irene has brought me to a place of balance.

We're strangers, but I know our story together has only just begun. —RYU

So you beat Ninja Gaiden?

You've done it. You defeated Jaquio, saved the world and became a ninja Master. Now what? Well there are many more Ninja Gaiden games, or you can Completely Master this one. Are you up for the challenge?

RUN Like the WIND!



Speed runners around the world compete to complete Ninja Gaiden as fast as Possible. As of this writing the World Record is 11:38.067 held by @arcus87. Insane.

Go for the Points!

Maybe you prefer something more methodical? Take advantage of enemy spawn points, purposely lose on the boss rush, and actually grab the Point Pots! As of this writing the top score is 2,610,800 pts held by Juan M Castellanos. (Score from Twin Galaxies)

Enjoy the Music!

You can access the Sound test by holding Down+Left+A+B+Select, then press start any time during the intro! Amazing music brought to you by Keiji Yamagishi!

And that's it! Thank you for reading my guide for Ninja Gaiden. As you can see from these pages, I love this game.

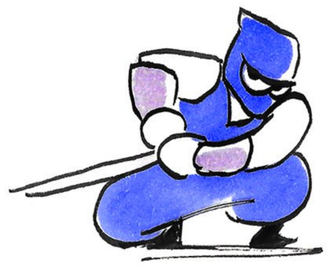
After making this guide I feel like I have an even deeper appreciation for this game. I didn't think that was possible!

Assuming people want more, my next guide will be The Legend of Zelda. For progress on that project follow me @heyphilsummers on Twitter. I will begin work on it in 2019.

Thank you for your support!
And thank you Tecmo for this great game!

Phil

Summer '19

You will no longer be alone.

The Complete Hand-Drawn Guide
to Ninja Gaiden
by Philip Summers
www.handdrawngameguides.com
@heyphilsummers